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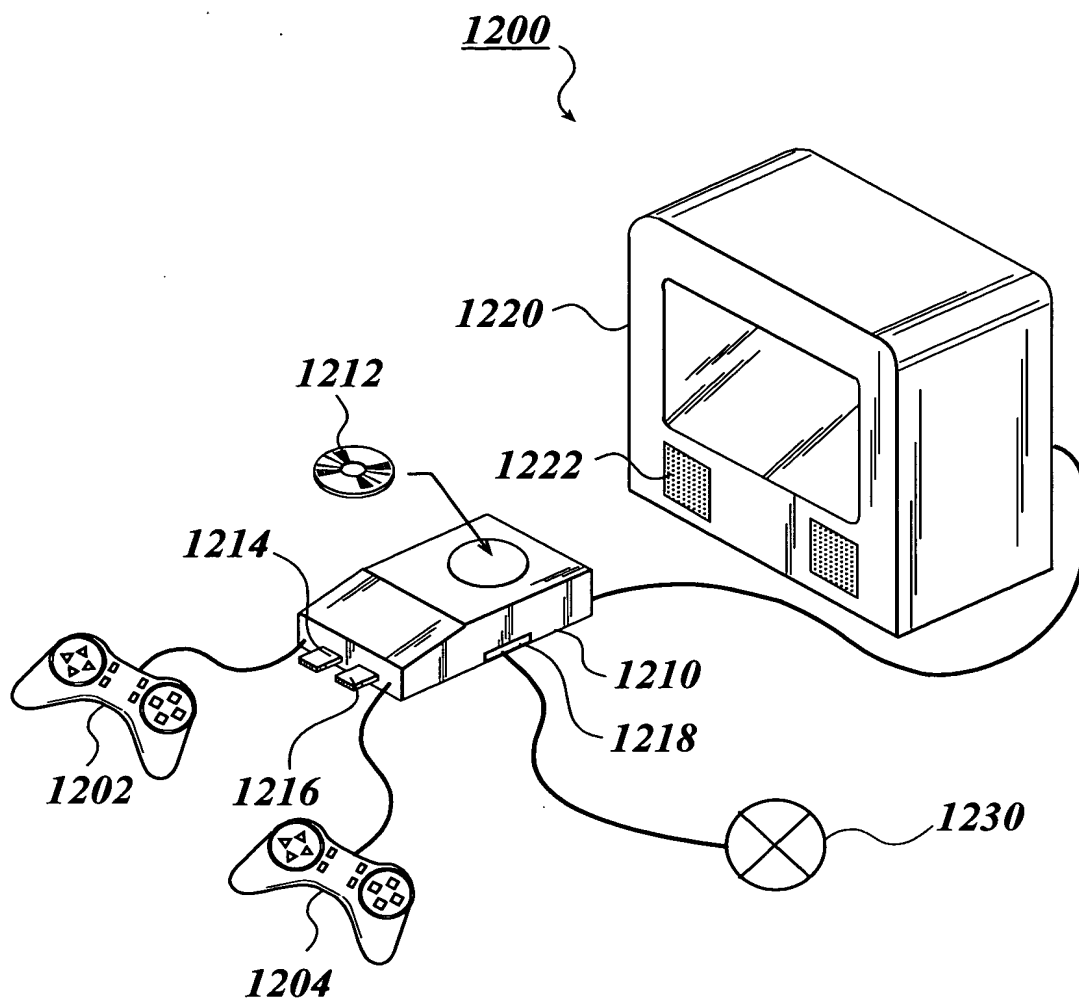
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FIG 1



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FIG. 2

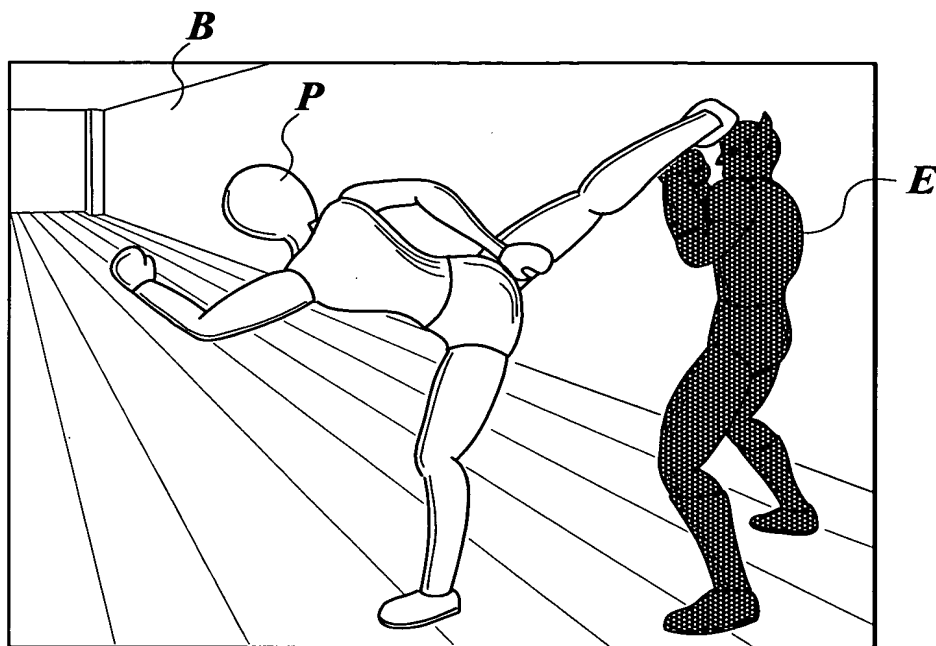


FIG.3A

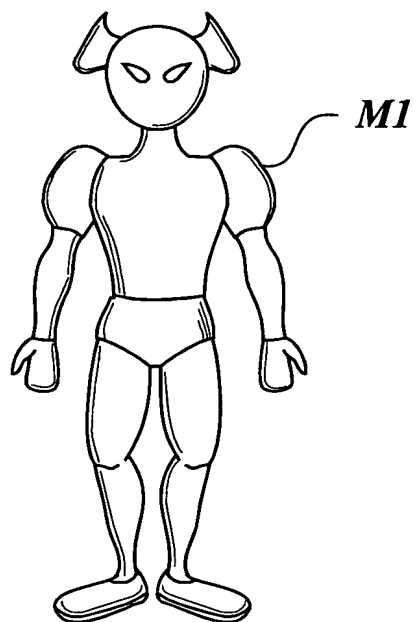


FIG.3B

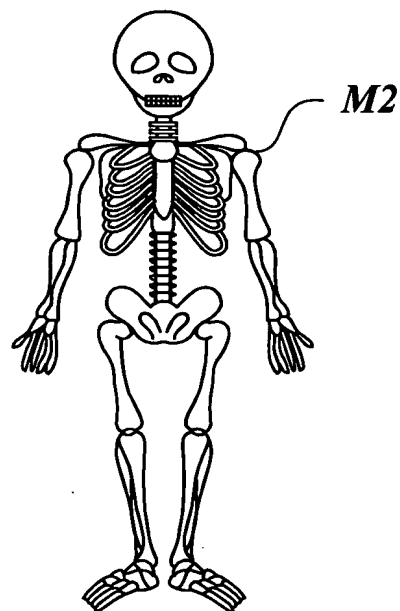
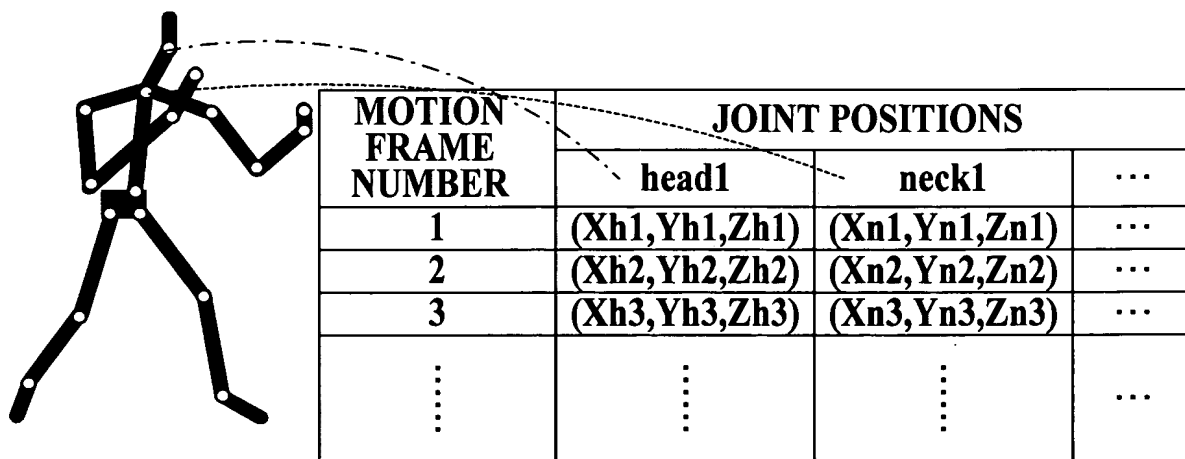
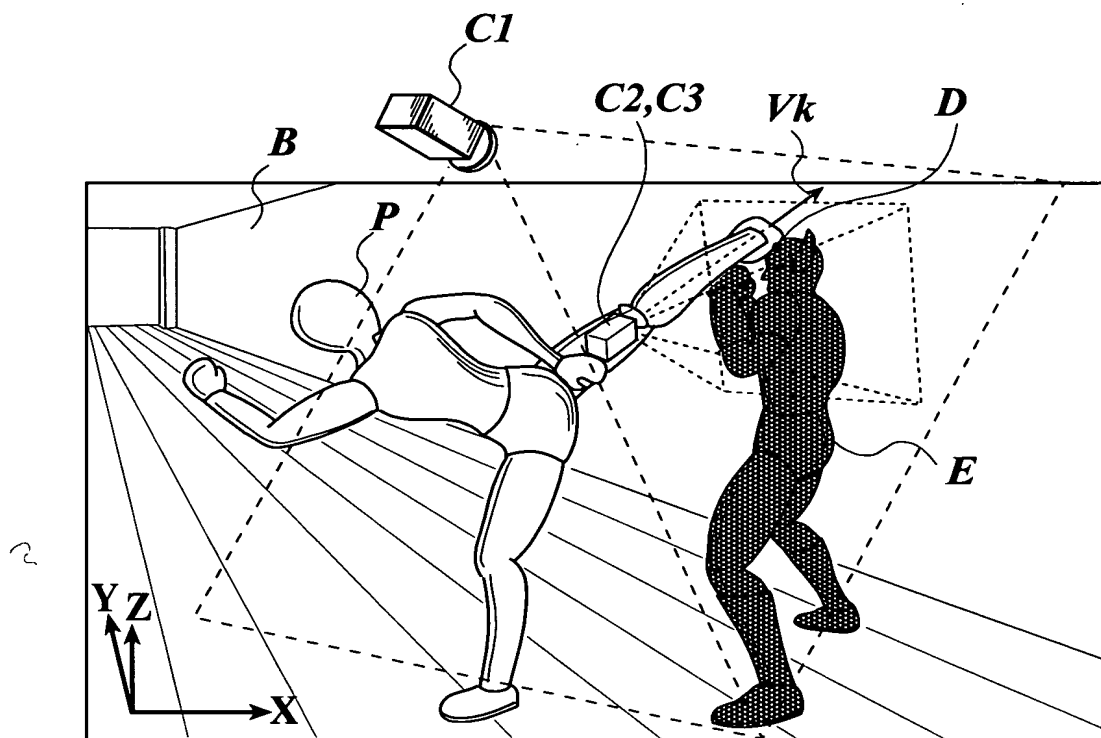


FIG.3C



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FIG 4



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FIG.5

CUT NUMBER	CAMERA	OBJECT	TRANSIENT CAMERAWORK
1	NORMAL CAMERA C1	1. PLAYER CHARACTER 2. ENEMY CHARACTER (NORMAL MODEL M1) 3. BACKGROUND	1. ZOOMING IN 2. FADING OUT TO WHITE (0%→100%)
2	EFFECT CAMERA C2	1. ENEMY CHARACTER (NORMAL MODEL M1) 2. BACKGROUND	1. ZOOMING IN 2. DISSOLVING
3	EFFECT CAMERA C3	1. ENEMY CHARACTER (NORMAL MODEL M1) 2. BACKGROUND	
4	EFFECT CAMERA C3	1. ENEMY CHARACTER (INTERNAL STRUCTURE MODEL M2)	OVERLAYING TEXTURE
5	EFFECT CAMERA C3	1. ENEMY CHARACTER (INTERNAL STRUCTURE MODEL M2)	1. ZOOMING OUT 2. DISSOLVING
6	EFFECT CAMERA C2	1. ENEMY CHARACTER (NORMAL MODEL M1) 2. BACKGROUND	

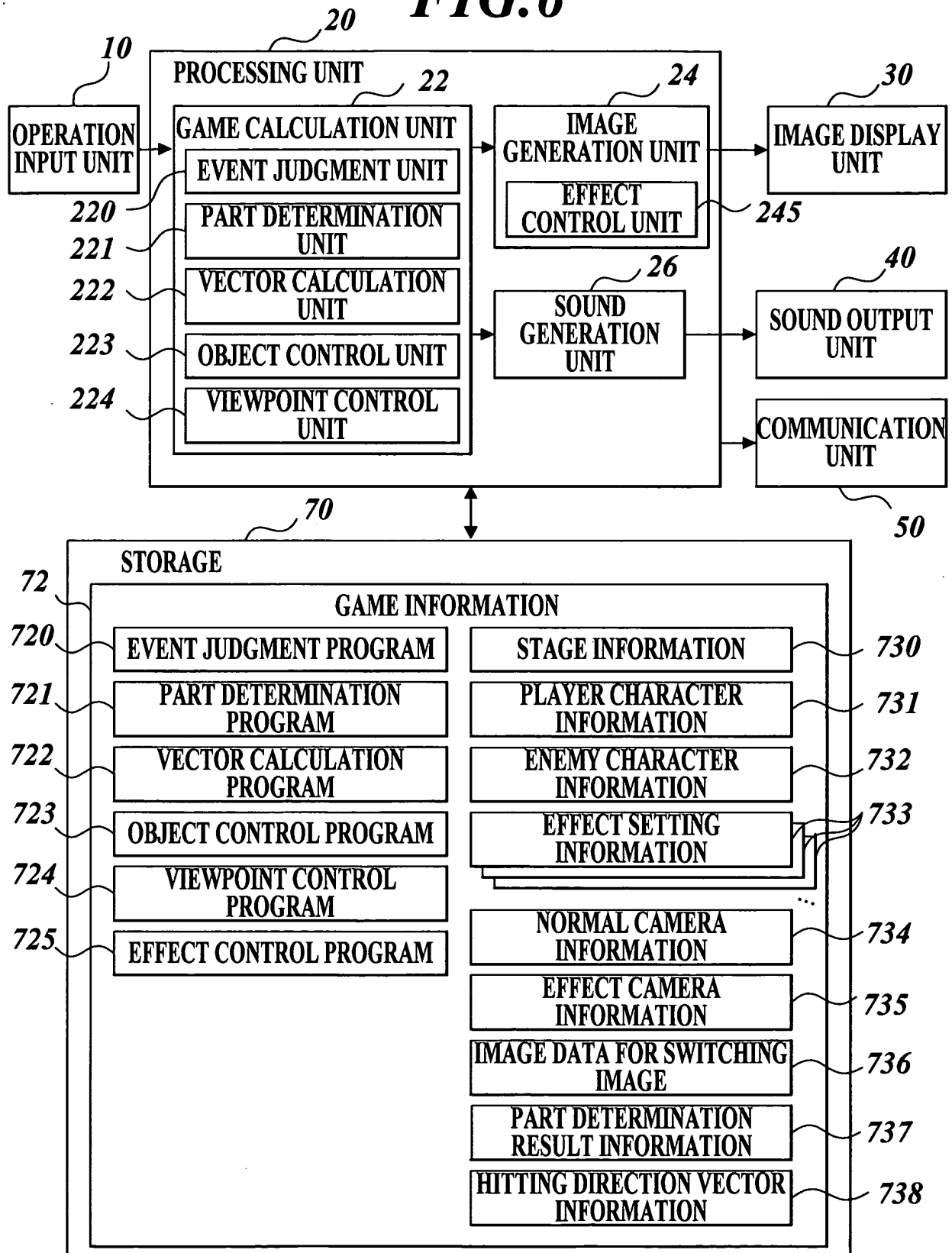
FIG. 6

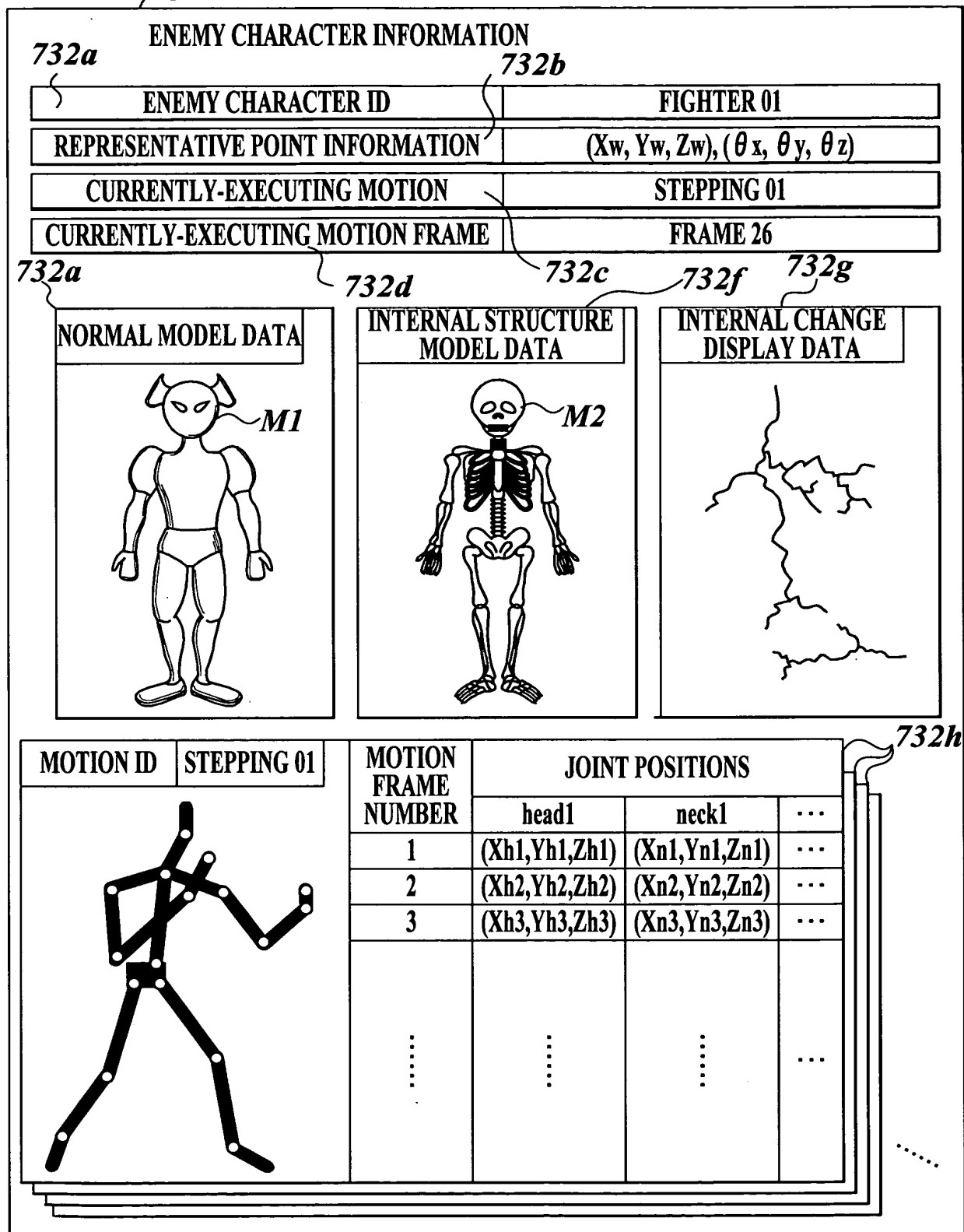
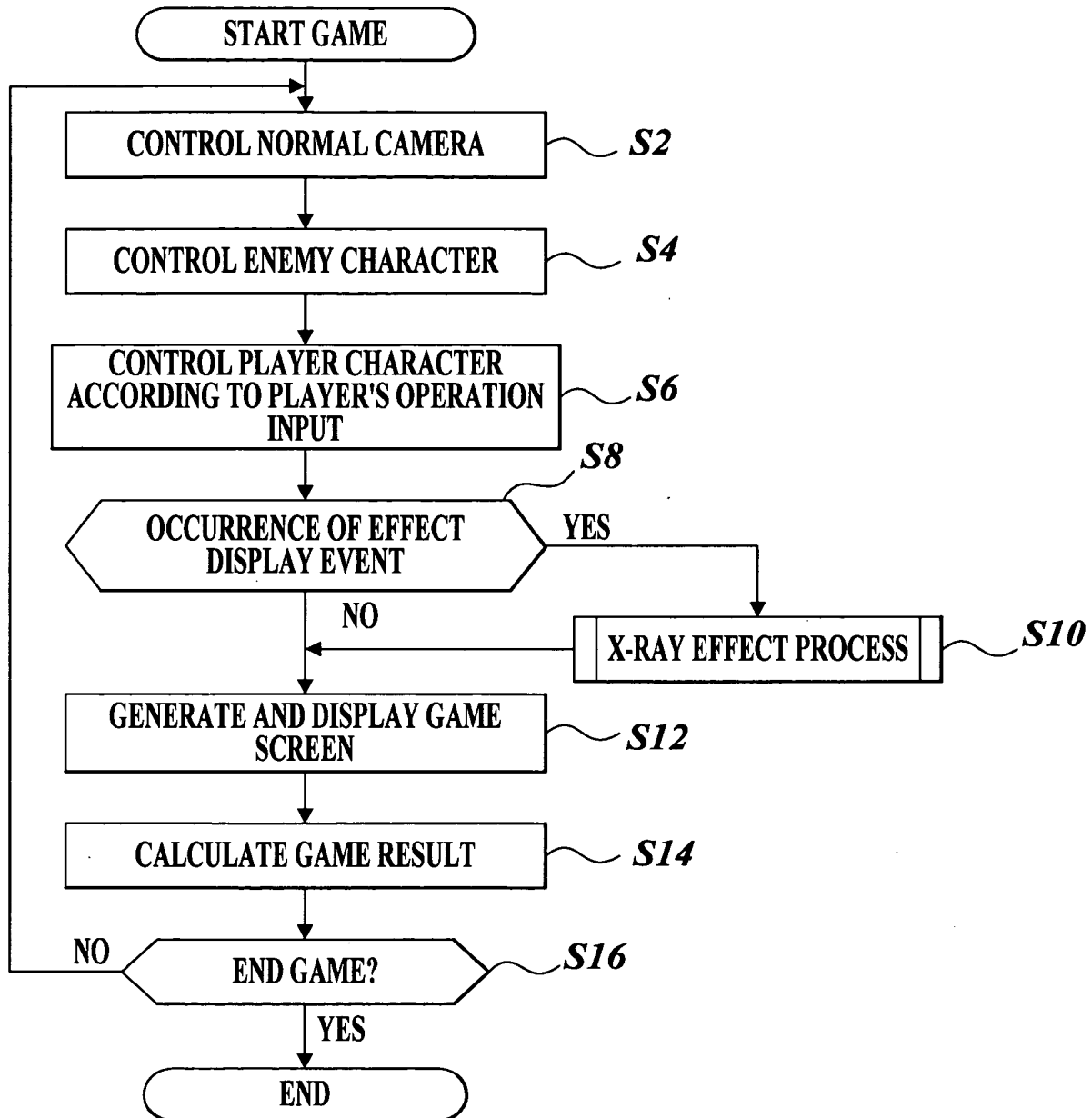
FIG. 7732

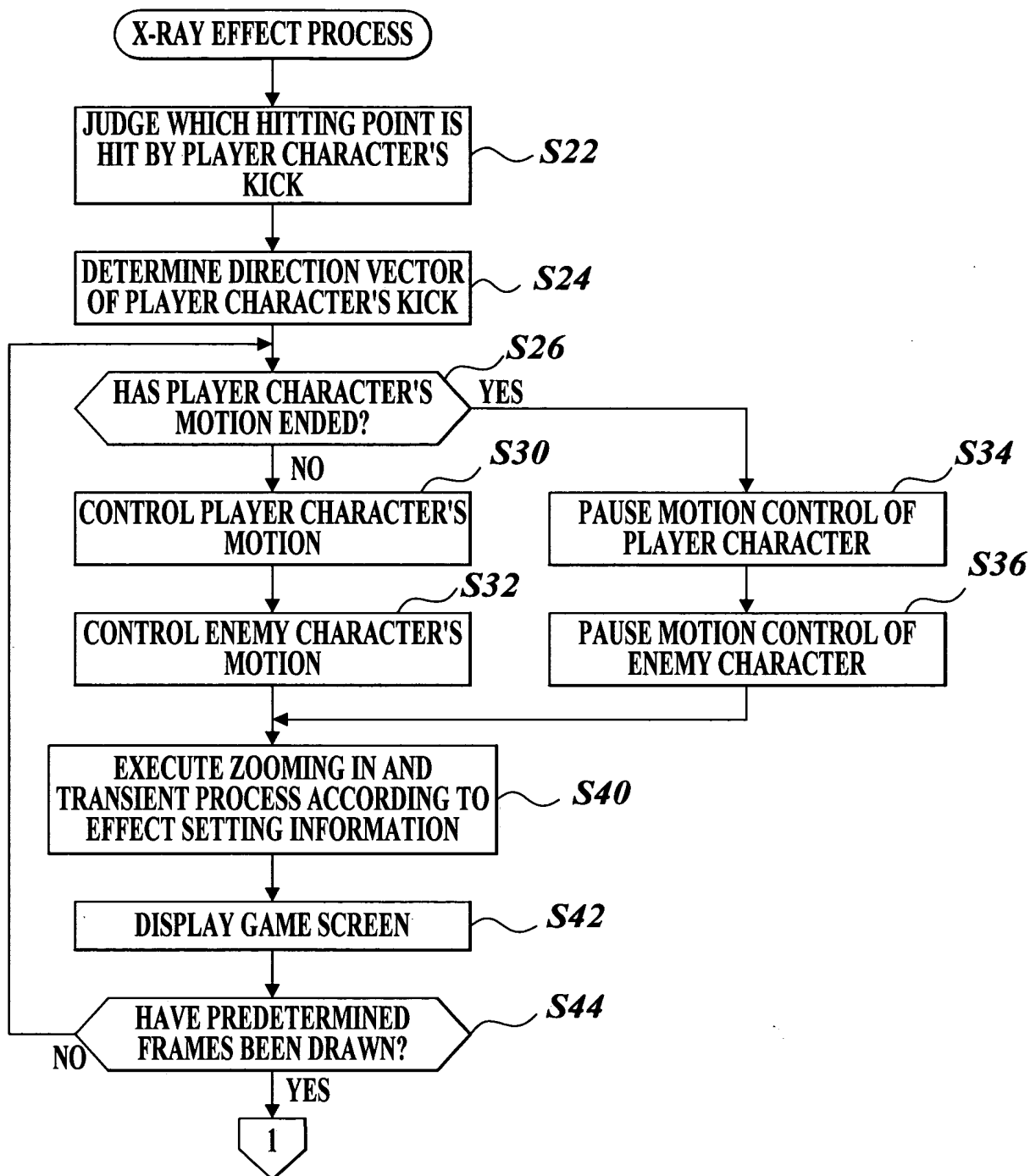
FIG.8

EFFECT SETTING INFORMATION						
APPLYING EVENT TYPE		KICK				
733b		733c 733d		733e 733f 733g		
CUT NUMBER	DRAWING FRAME NUMBER	FILMING CONTENTS		FIELD ANGLE SETTING	TRANSIENT PROCESS CONTENTS	
		CAMERA	OBJECT		TRANSIENT PROCESS TYPE	APPLYING FRAME NUMBER
1	0~90 f	NORMAL CAMERA C1	1. PLAYER CHARACTER 2. ENEMY CHARACTER (NORMAL MODEL M1) 3. BACKGROUND	1X→2X	FADING OUT TO WHITE (0%→100%)	30~90 f
2	91~150 f	EFFECT CAMERA C2	1.ENEMY CHARACTER (NORMAL MODEL M1) 2. BACKGROUND		ZOOMING IN (1x→1.2x) DISSOLVING	91~150 f
3		EFFECT CAMERA C3	1. ENEMY CHARACTER (NORMAL MODE M1) 2. BACKGROUND			
4	151~240 f	EFFECT CAMERA C3	1. ENEMY CHARACTER (INTERNAL STRUCTURE MODEL M2)	1.2X	OVERLAYING TEXTURE	181~240 f
5	241~300f	EFFECT CAMERA C3	1. ENEMY CHARACTER (INTERNAL STRUCTURE MODEL M2)		ZOOMING OUT (1.2x→1x) DISSOLVING	241~300 f
6		EFFECT CAMERA C2	1.ENEMY CHARACTER (NORMAL MODEL M1) 2.BACKGROUND			

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FIG.9



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FIG.10



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FIG.11

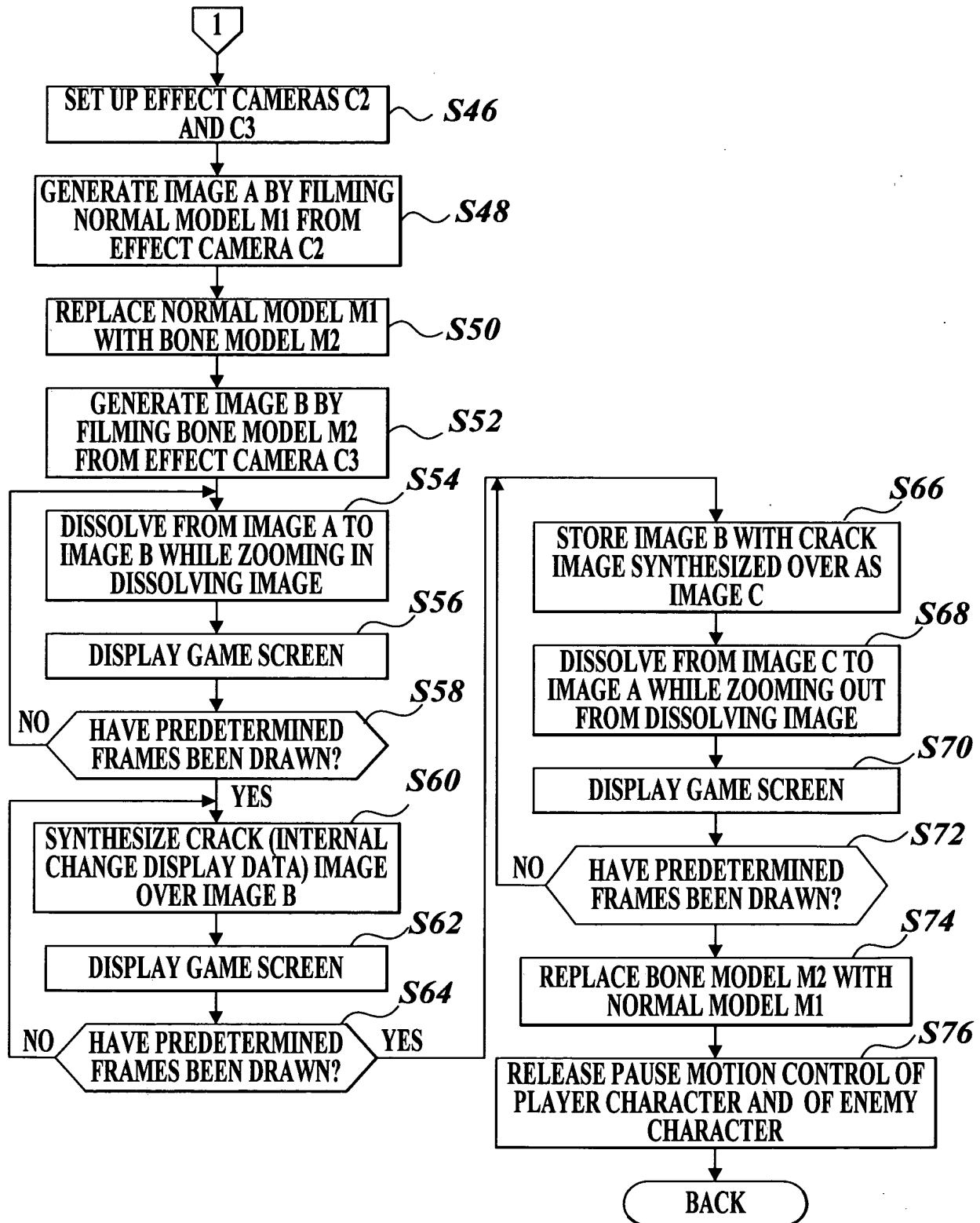


FIG.12A

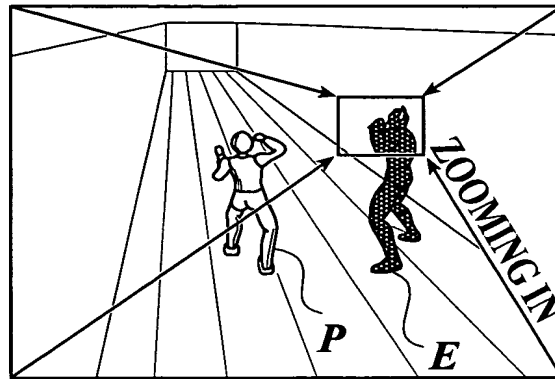


FIG.12B

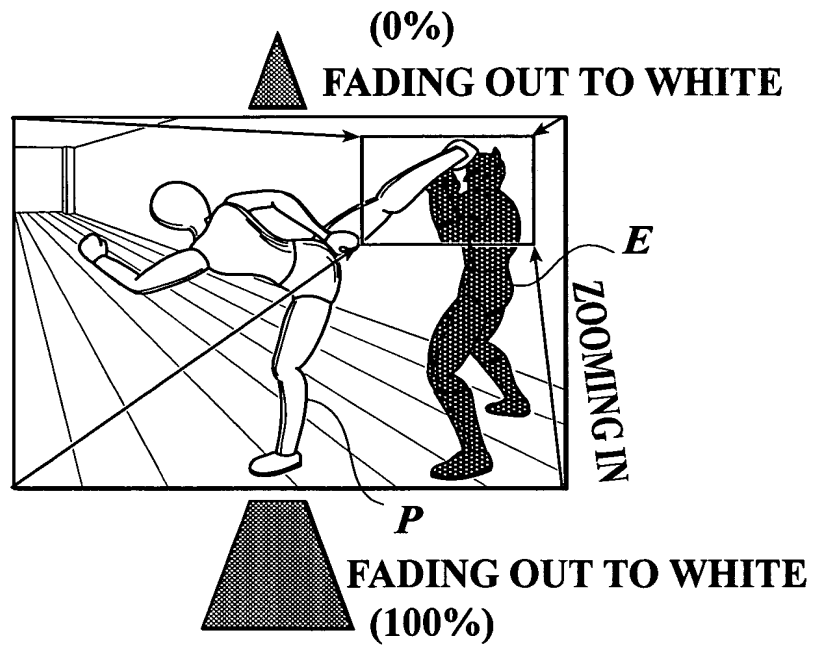


FIG.12C

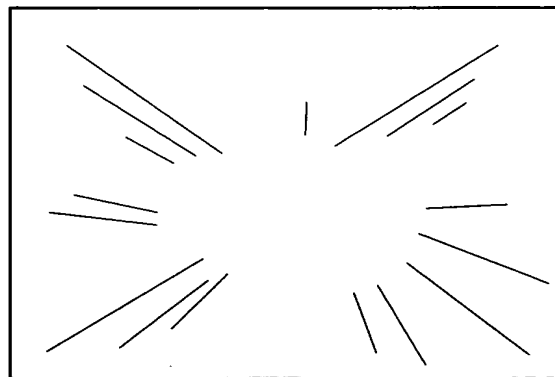


FIG 13A

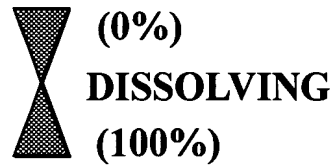
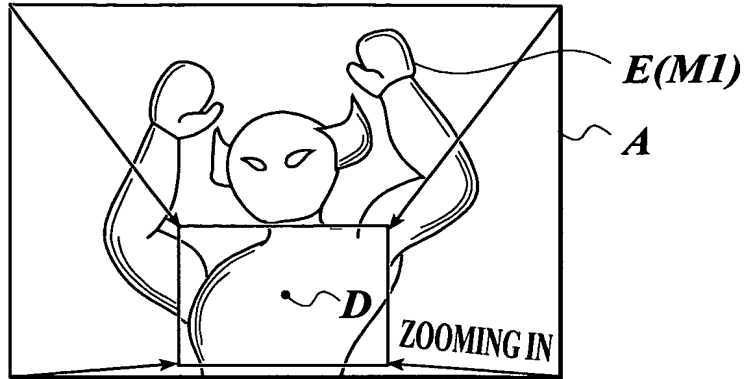


FIG 13A

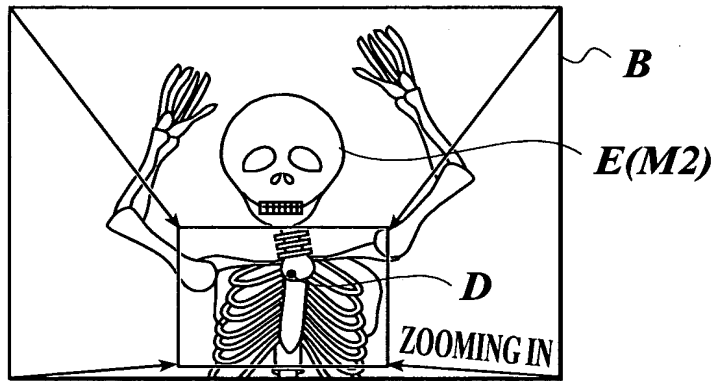


FIG 13A

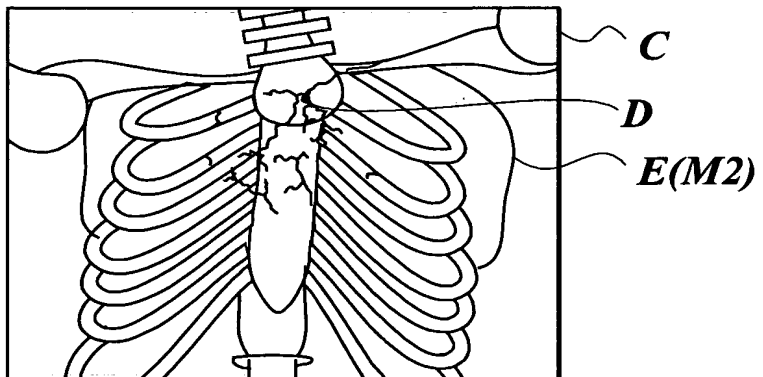


FIG 14A

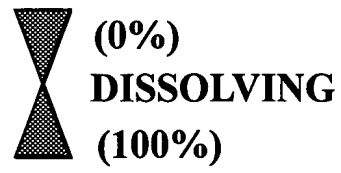
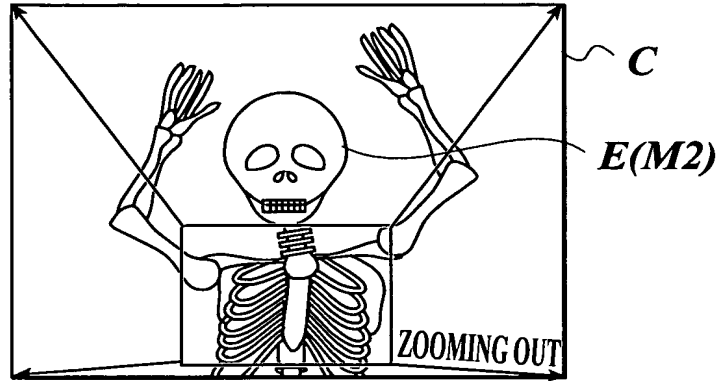


FIG 14B

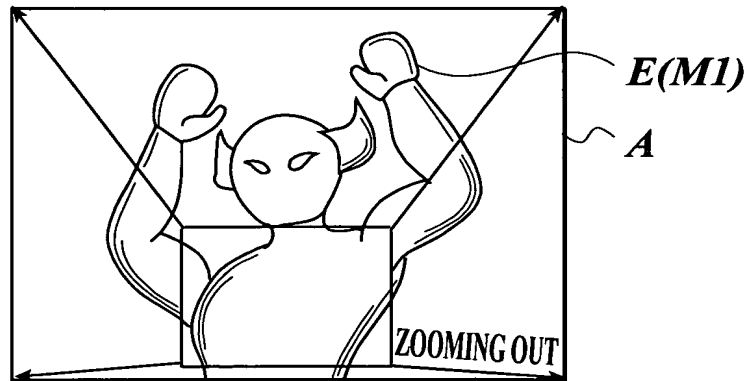


FIG 14C

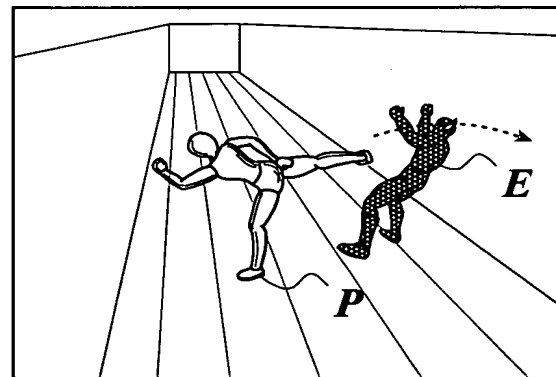
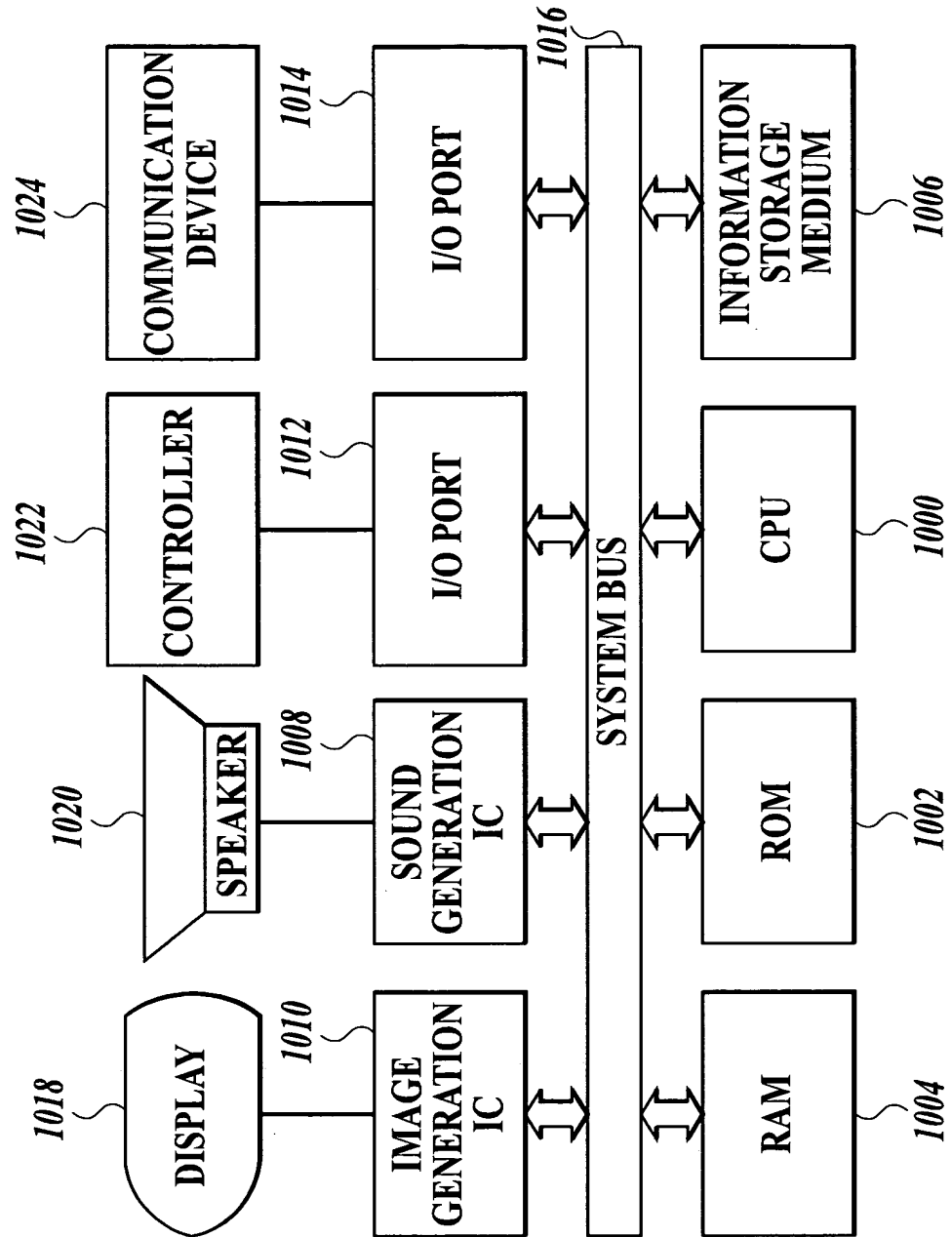


FIG.15



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FIG 16

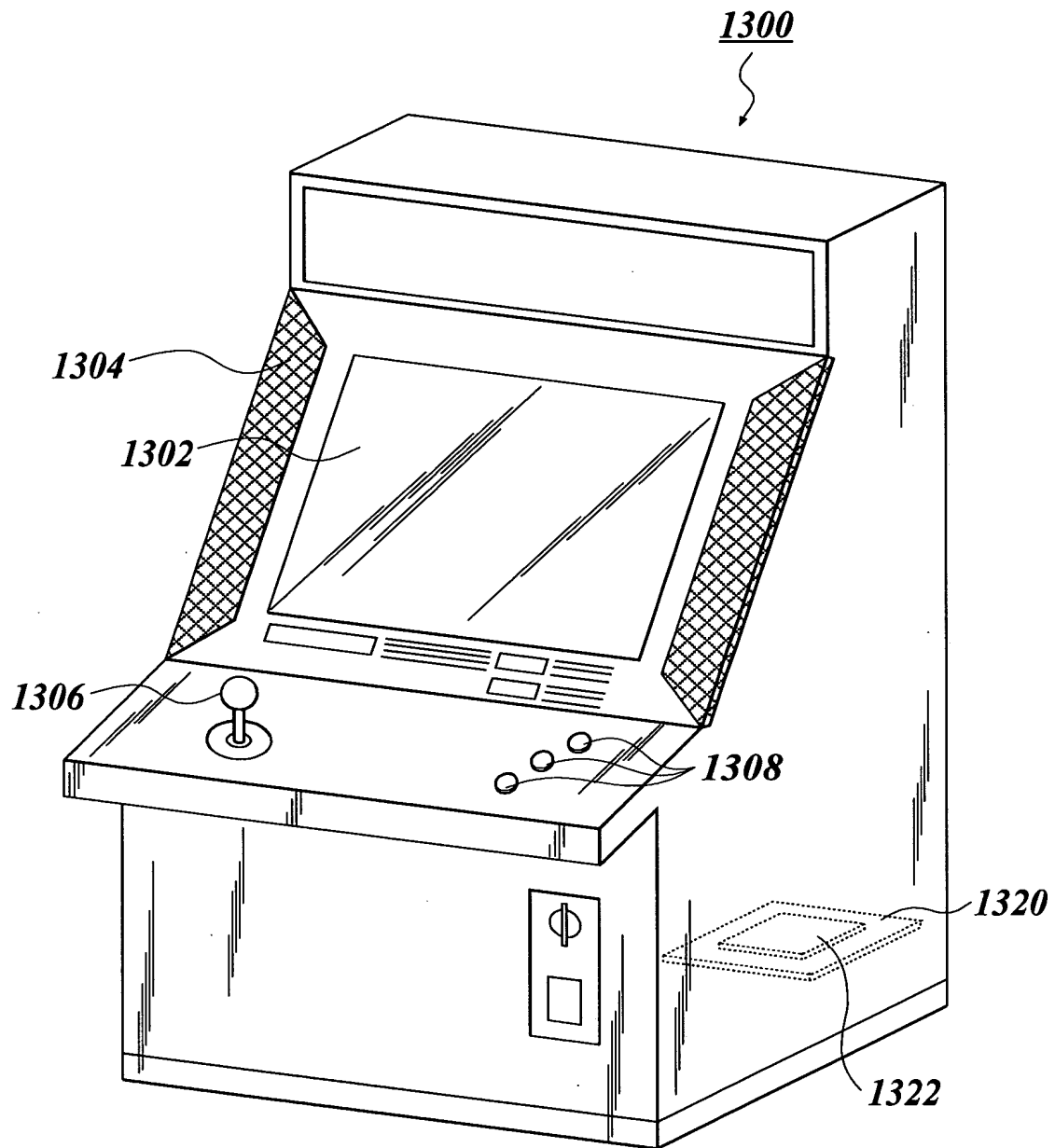


FIG. 17

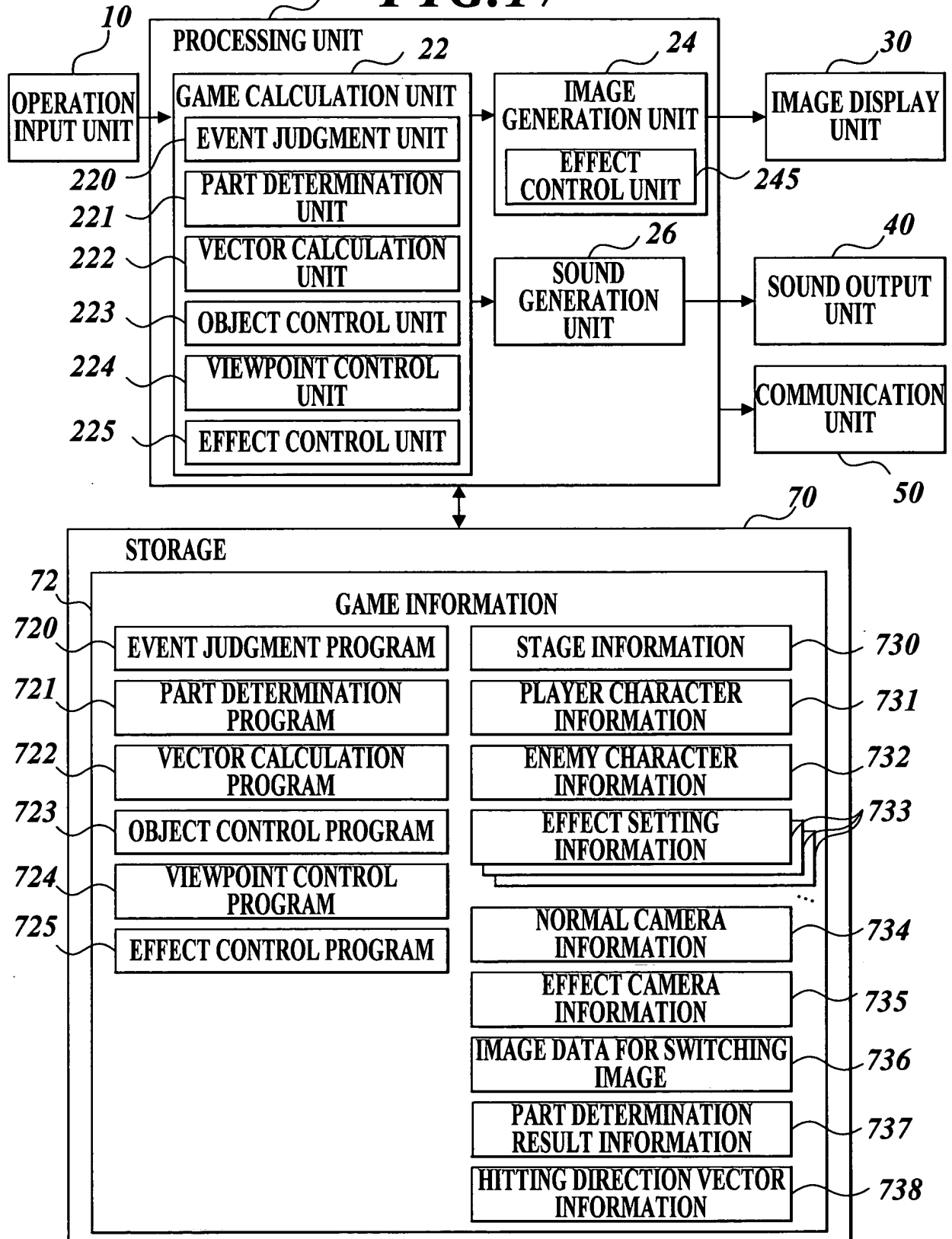
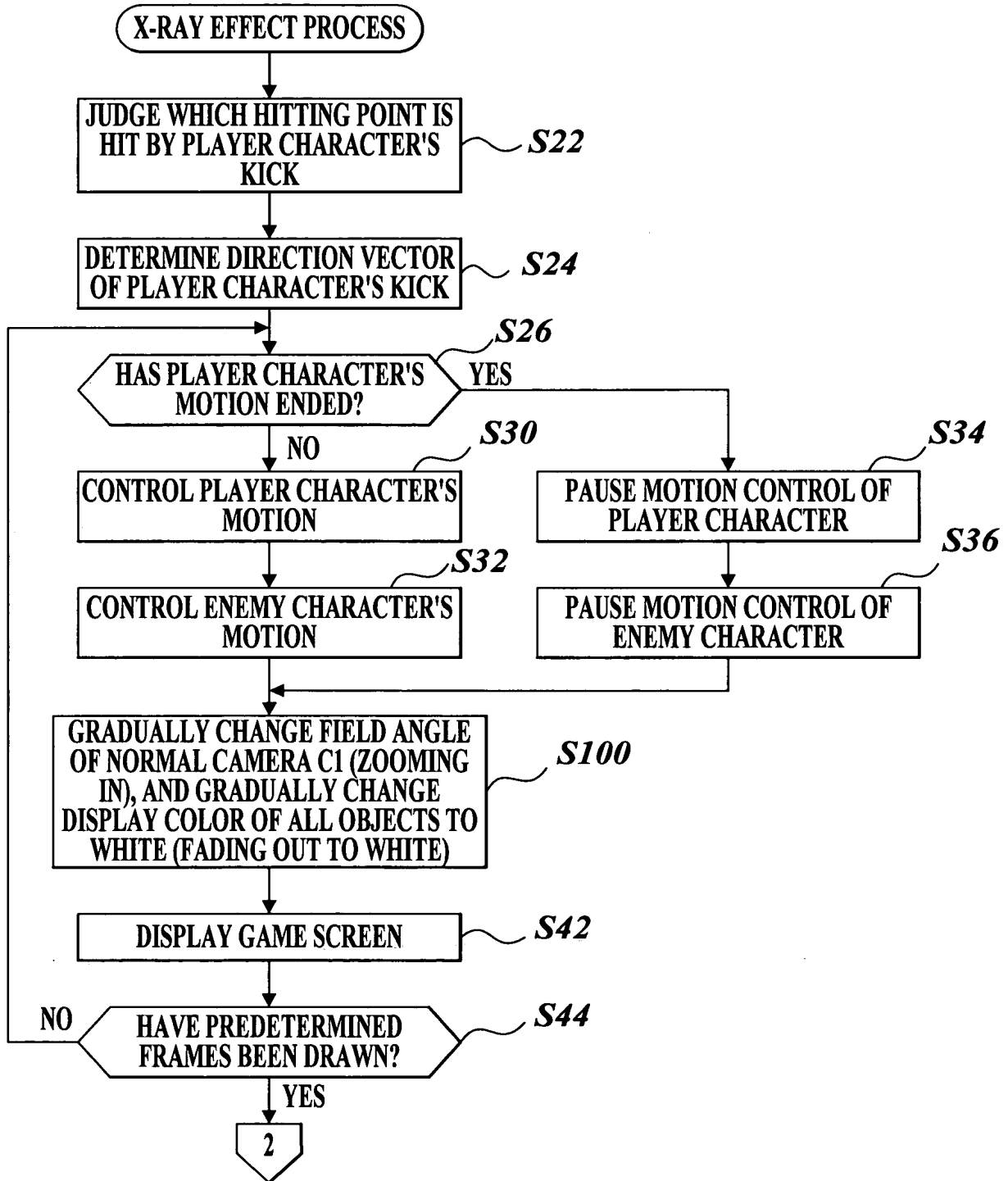


FIG.18

EFFECT SETTING INFORMATION					
APPLYING EVENT TYPE		KICK			
733b		733c	733d	733e	733f 733g
CUT NUMBER	DRAWING FRAME NUMBER	FILMING CONTENTS		TRANSIENT PROCESS CONTENTS	
		CAMERA	OBJECT	FIELD ANGLE SETTING	TRANSIENT PROCESS TYPE APPLYING FRAME NUMBER
1	0~90 f	NORMAL CAMERA C1	1. PLAYER CHARACTER 2. ENEMY CHARACTER (NORMAL MODEL M1) 3. BACKGROUND	1X→2X	FADING OUT TO WHITE (0%→100%) 30~90 f
2	91~150 f	EFFECT CAMERA C2	1. ENEMY CHARACTER (NORMAL MODEL M1) 2. BACKGROUND	1X→1.2X	DISSOLVING 91~150 f
3		EFFECT CAMERA C3	1. ENEMY CHARACTER (NORMAL MODE M1) 2. BACKGROUND		
4	151~240 f	EFFECT CAMERA C3	1. ENEMY CHARACTER (INTERNAL STRUCTURE MODEL M2)	1.2X	OVERLAYING TEXTURE 181~240 f
5	241~300f	EFFECT CAMERA C3	1. ENEMY CHARACTER (INTERNAL STRUCTURE MODEL M2)	1.2X→1X	DISSOLVING 241~300 f
6		EFFECT CAMERA C2	1. ENEMY CHARACTER (NORMAL MODEL M1) 2. BACKGROUND		

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FIG.19



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FIG.20

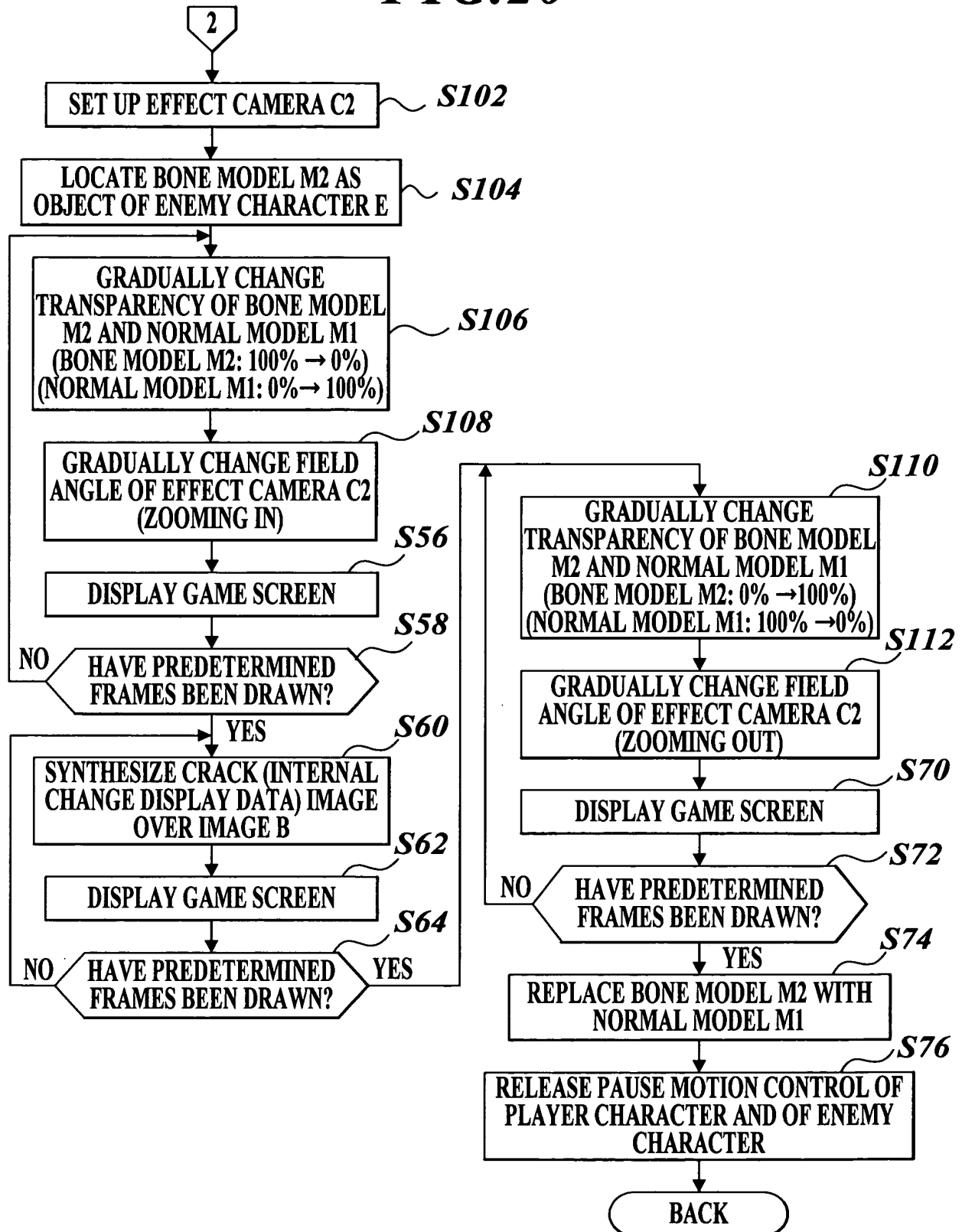


FIG 21A

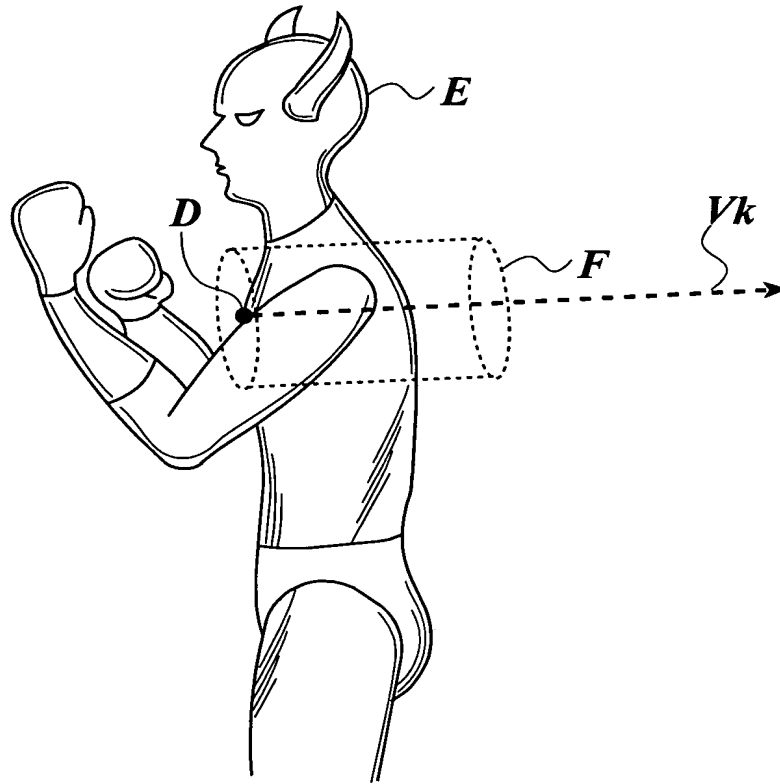
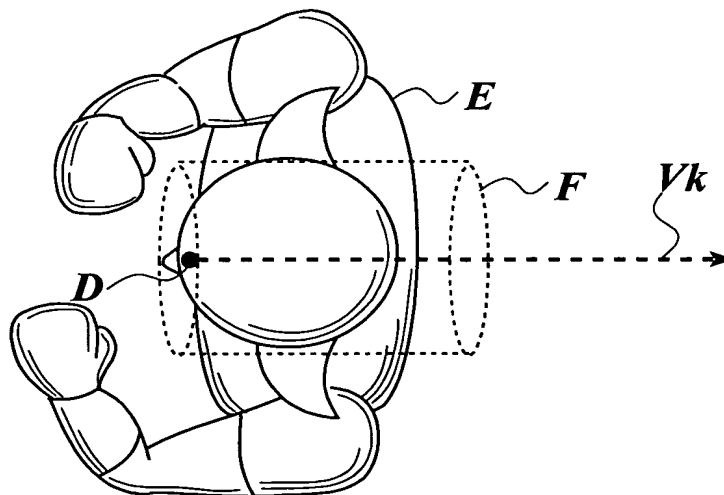


FIG 21B



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FIG.22

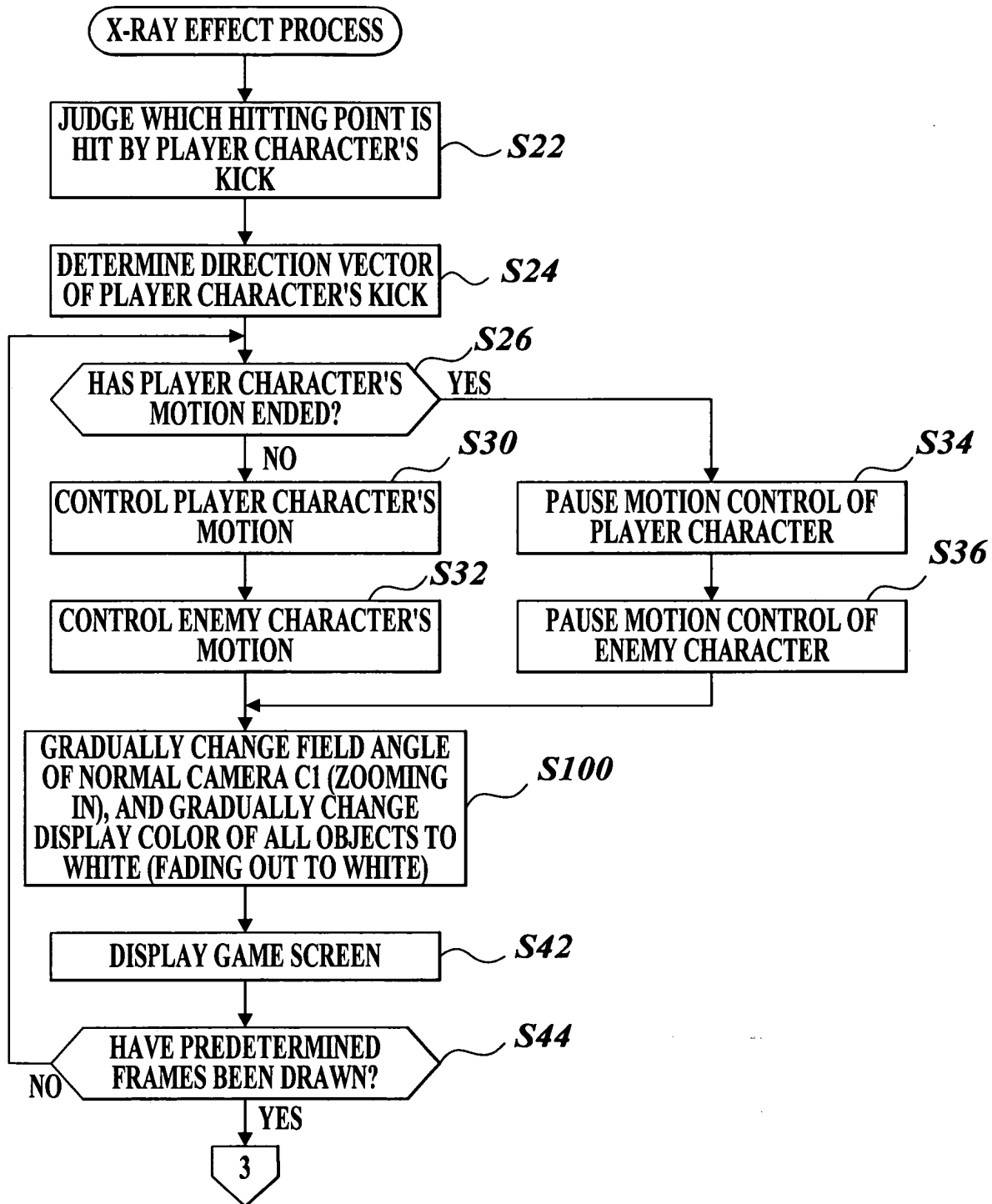
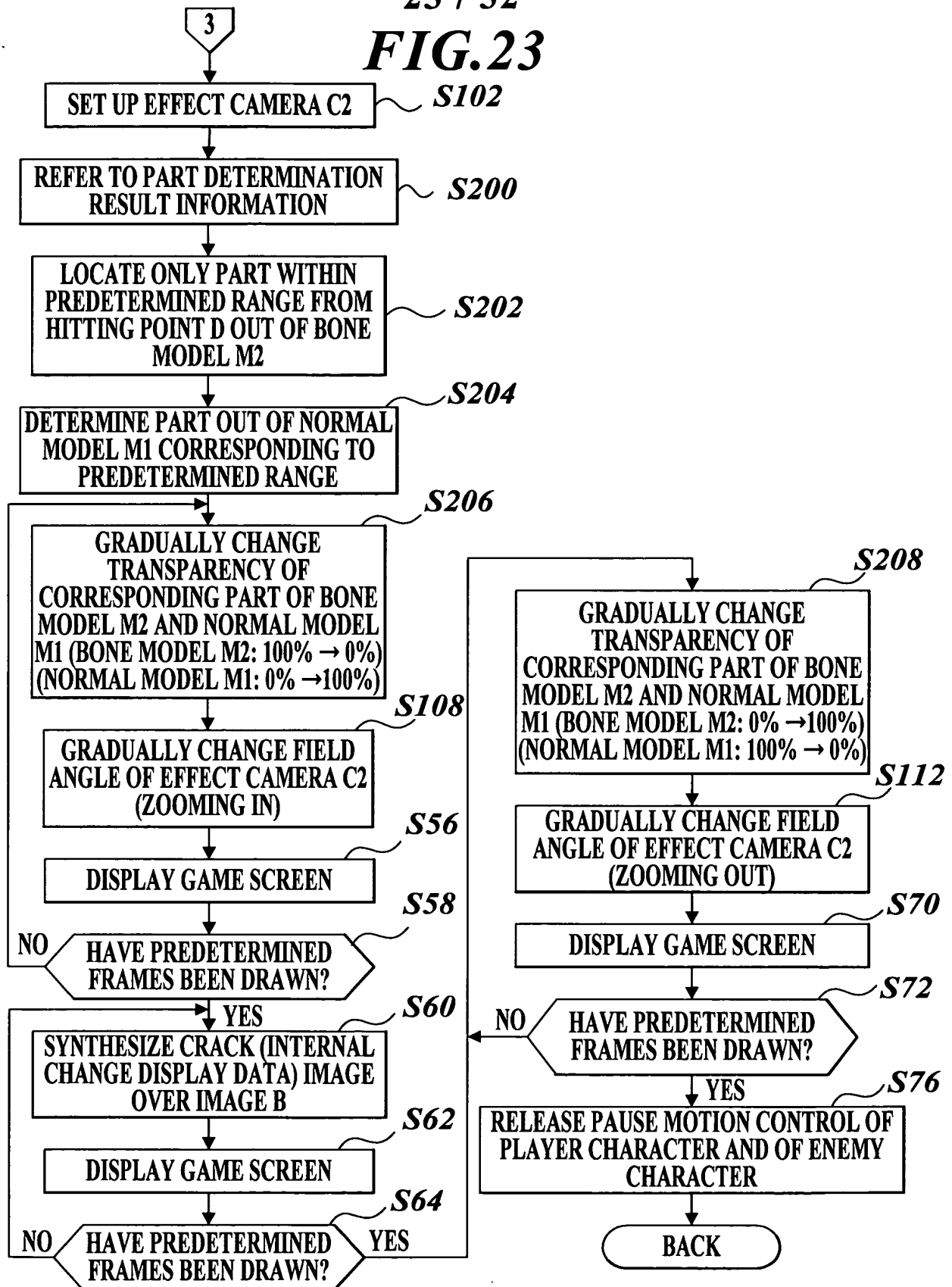
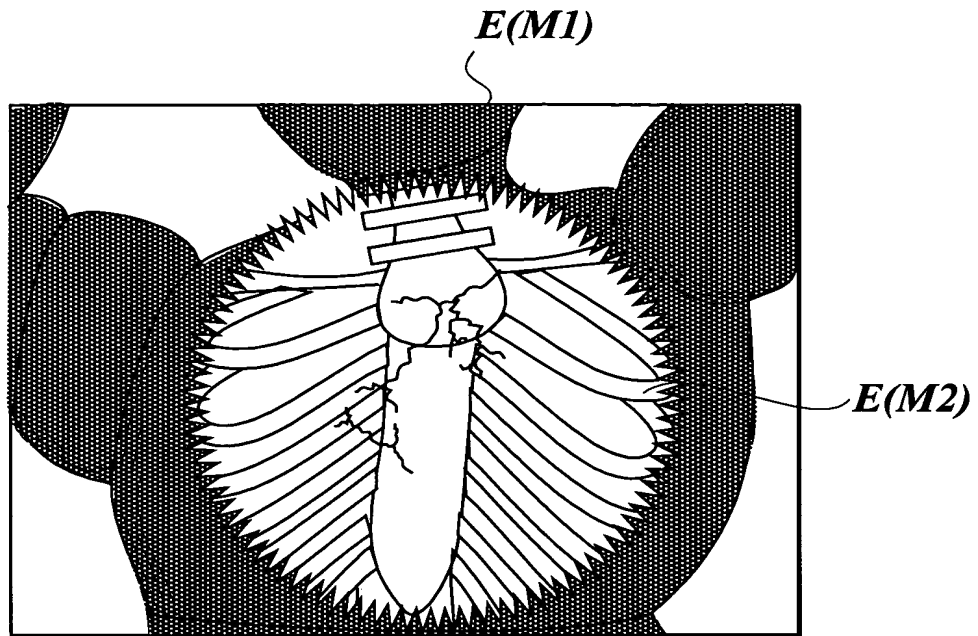


FIG. 23

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FIG 24



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FIG 25A

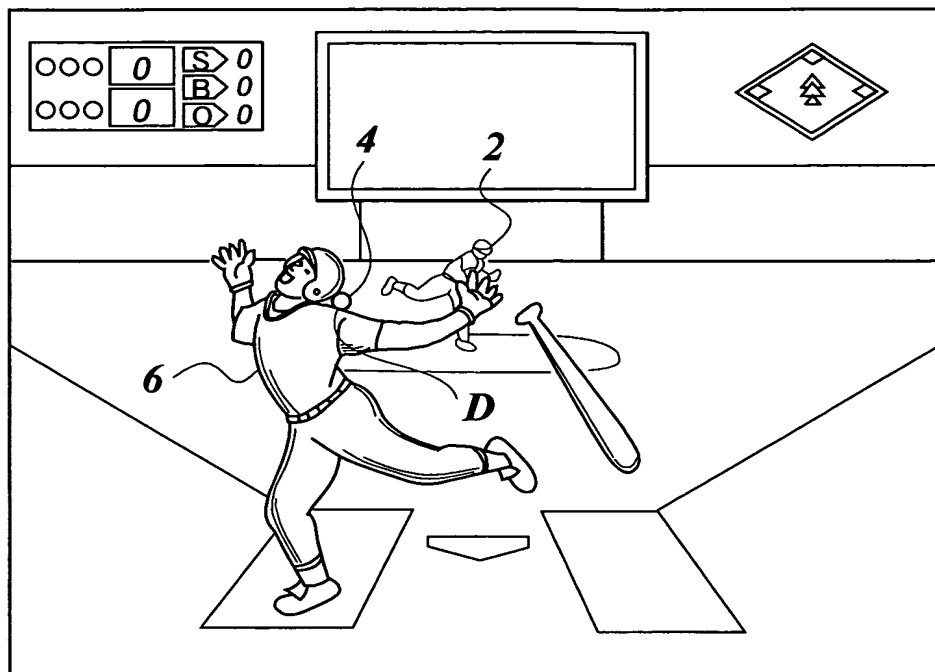


FIG 25B

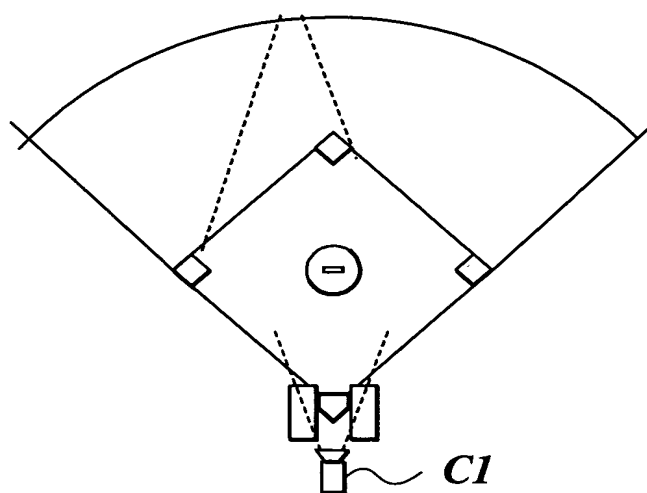


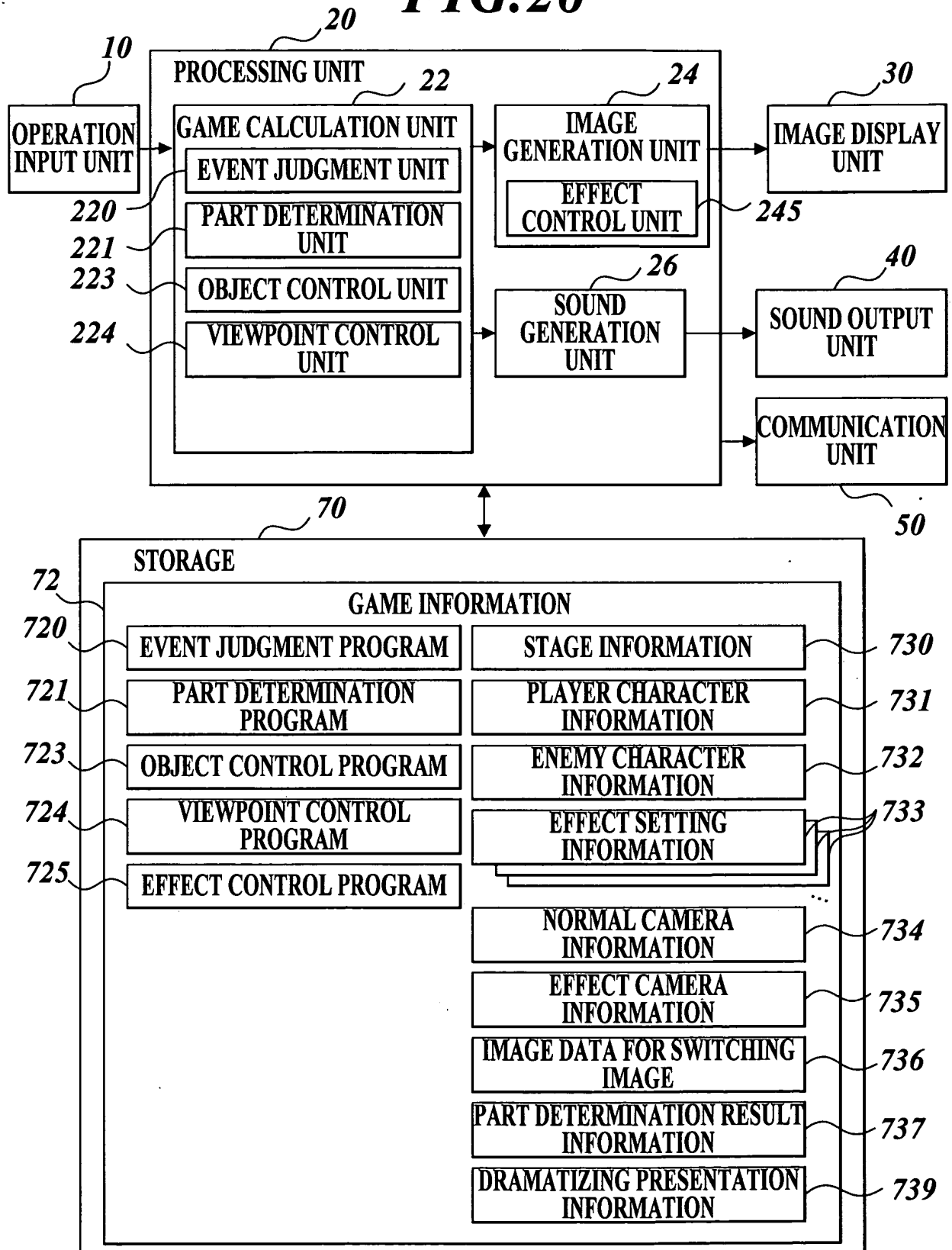
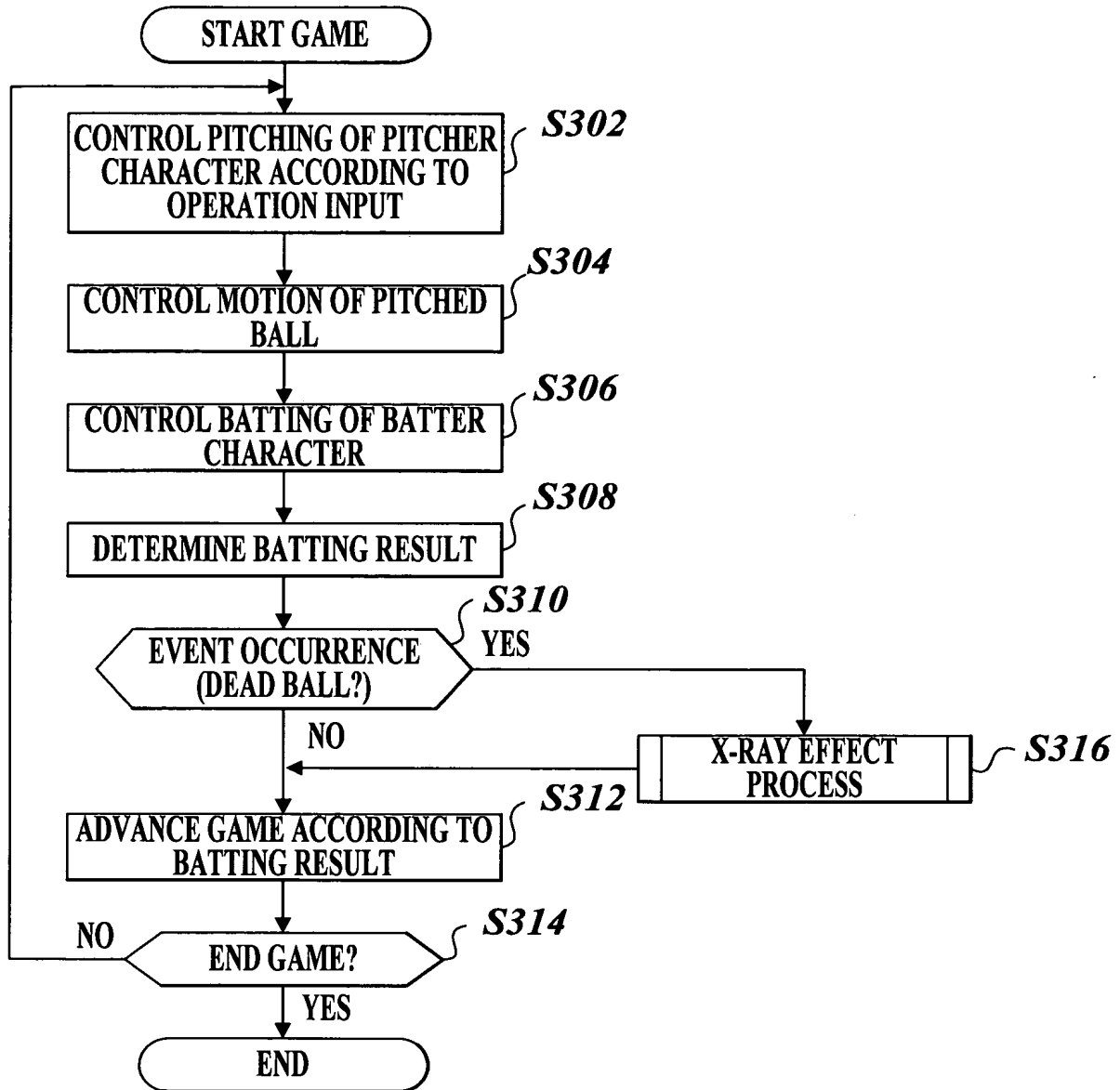
FIG. 26

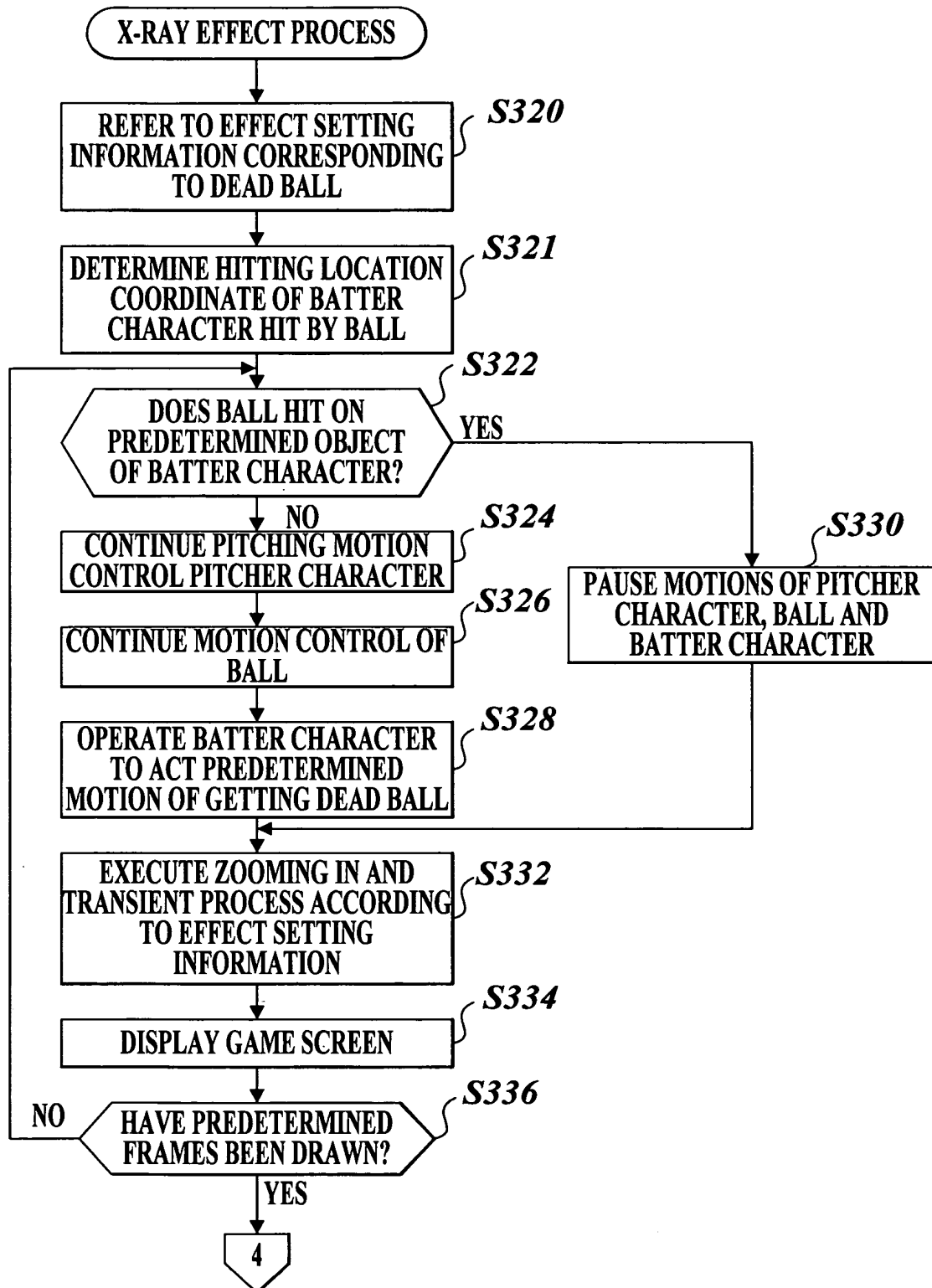
FIG. 27

EFFECT SETTING INFORMATION						
APPLYING EVENT TYPE		DEAD BALL				
733b		733c	733d	733e	733f	733g
CUT NUMBER	DRAWING FRAME NUMBER	FILMING CONTENTS			TRANSIENT PROCESS CONTENTS	
		CAMERA	OBJECT	FIELD ANGLE SETTING	TRANSIENT PROCESS TYPE	APPLYING FRAME NUMBER
1	0~90 f	NORMAL CAMERA C1	1. PITCHER CHARACTER 2. BATTER CHARACTER (NORMAL MODEL M1) 3. BACKGROUND	1X→4X	FADING OUT TO WHITE (0%→100%)	30~90 f
2	91~150 f	NORMAL CAMERA C1	1. BATTER CHARACTER (NORMAL MODEL M1) 2. BACKGROUND	4X→4.2X	DISSOLVING	91~150 f
3		NORMAL CAMERA C1	1. BATTER CHARACTER (NORMAL MODE M1) 2. BACKGROUND			
4	151~240 f	NORMAL CAMERA C1	1. BATTER CHARACTER (INTERNAL STRUCTURE MODEL M2)	4.2X	1. OVERLAYING TEXTURE 2. SCREEN SHAKING	181~240 f
5	241~380 f	NORMAL CAMERA C1	1. BATTER CHARACTER (INTERNAL STRUCTURE MODEL M2) 2. DRAMATIZING PRESENTATION OBJECT	4.2X	NORMAL SYNTHESIS	241~380 f
6	381~440 f	NORMAL CAMERA C1	1. BATTER CHARACTER (INTERNAL STRUCTURE MODEL M2)	4.2X→4X	DISSOLVING	381~440 f
7		NORMAL CAMERA C1	1. BATTER CHARACTER (NORMAL MODEL M1) 2. BACKGROUND			

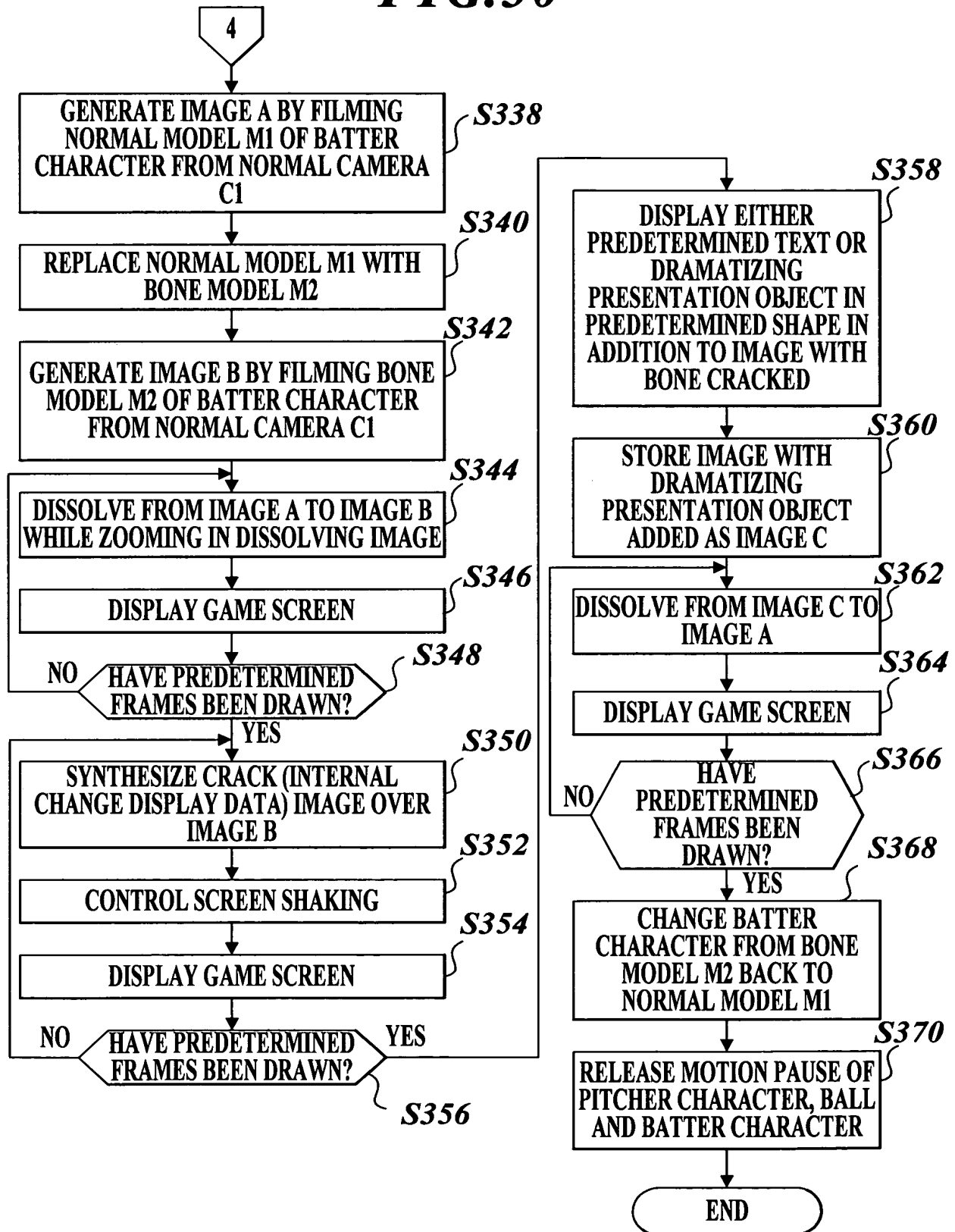
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FIG.28



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FIG.29



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FIG.30



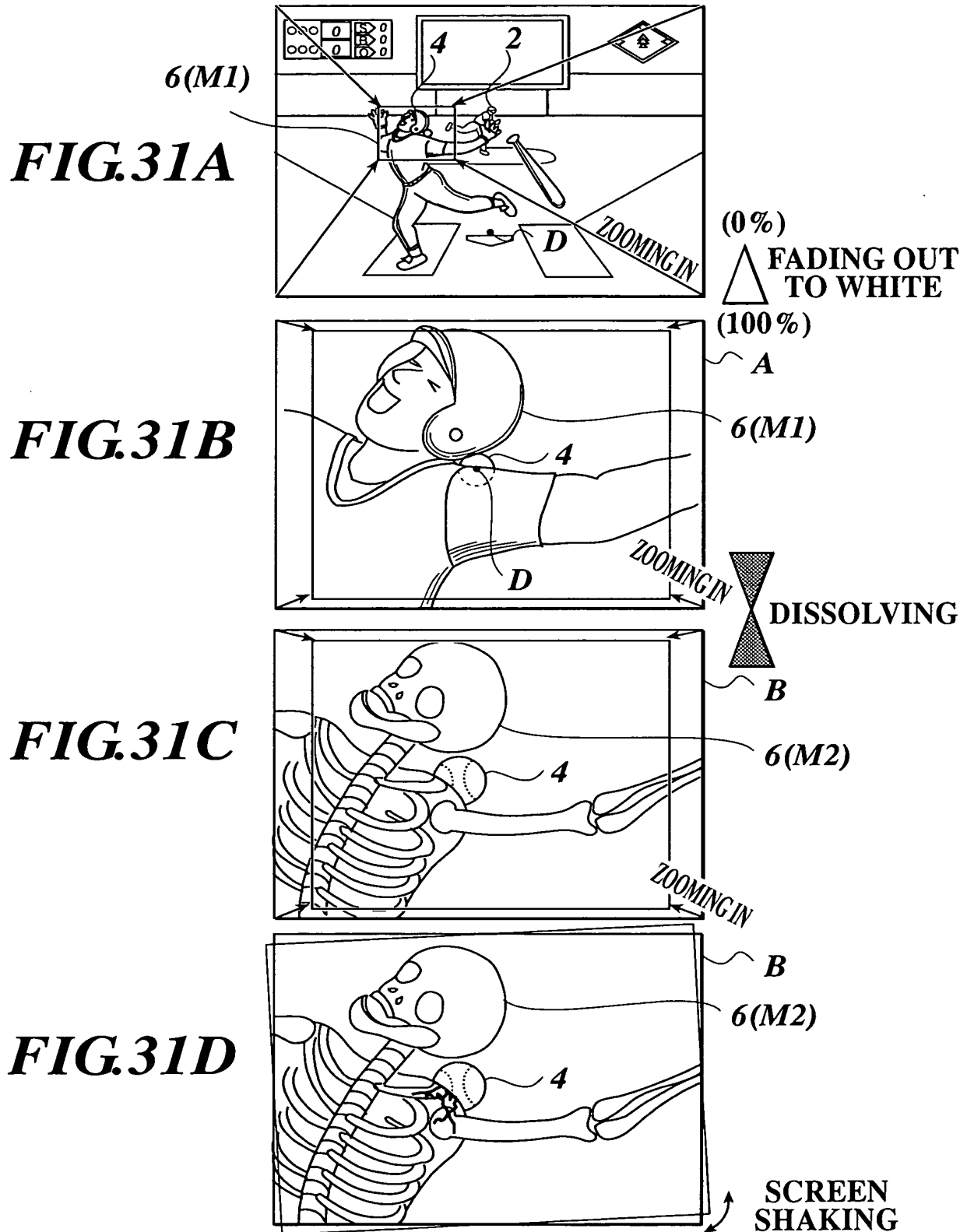


FIG.32A

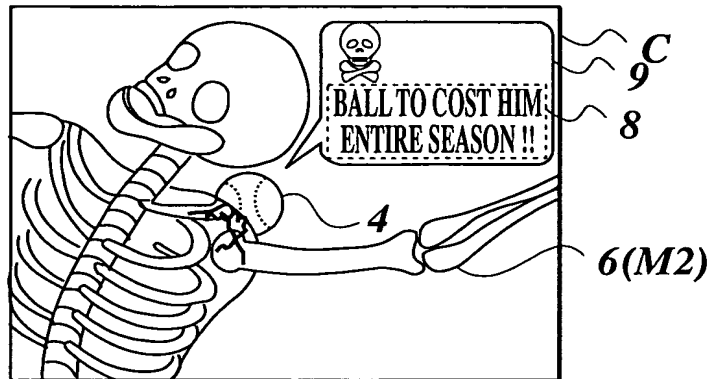


FIG.32B

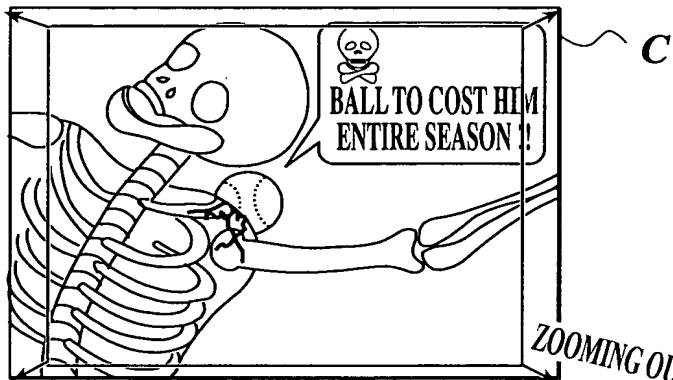


FIG.32C

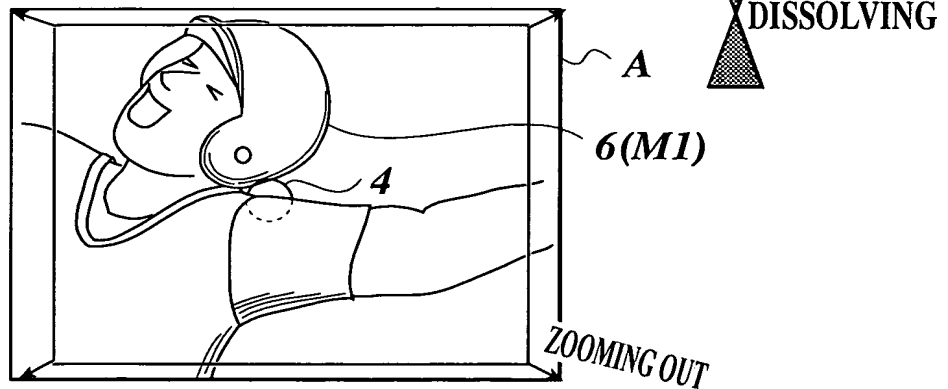


FIG.32D

